Program Instruction Sheet
Program Name: Tact Colors- 9L

Goal:
- **After being shown a picture of a color, the participant will say the name of the color.**

Materials Needed:
- Cards with pictures of colors

Instructions for Caregivers:
- Hold up a picture of a color.
- Ask, "What is this?"

Typical Stimuli:
- Red, orange, yellow, green, blue, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Tact People- 9M

Goal:
- **After being shown a picture of a familiar person, the participant will name that person.**

Materials Needed:
- Pictures of familiar people and family members

Instructions for Caregivers:
- Hold up a picture of a known person.
- Ask, "Who is this?"

Typical Stimuli:
- Me, the participant's staff member, the participant's mom, dad, sister, uncle, aunt, cousin, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

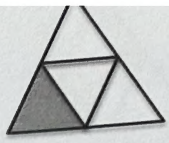
2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Tact Plants- 9N



Goal: • **After being shown a picture of a plant, the participant will say the name of the plant.**
Materials Needed: • Pictures of different types of plants
Instructions for Caregivers: • Hold up a picture of a plant. • Ask, "What is this?"
Typical Stimuli: • Tree, evergreen, Christmas tree, palm tree, bush, shrub, flower, dandelion, weeds, grass, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Tact Letters- 90

Goal: • **After being shown a picture of a letter, the participant will say the name of the letter.**
Materials Needed: • Cards or pictures of letters
Instructions for Caregivers: • Hold up a picture of a letter. • Say, "What is this?"
Typical Stimuli: • A-Z

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Tact Numbers- 9P

Goal:
- **When presented with a picture of a number, the participant will say the name of the number.**

Materials Needed:
- Cards or pictures of numbers

Instructions for Caregivers:
- Hold up a picture of a number.
- Ask, "What is this?"

Typical Stimuli:
- 1-30

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Receptively Label Letter Sounds- 10A

Goal:
- **When given a letter sound, the participant will point to the correct letter in an array.**

Materials Needed:
- Cards with letters printed on them

Instructions for Caregivers:
- Place 3-10 cards in front of the participant.
- Ask, "Which letter says '*aye*'?"

Typical Stimuli:
- A, B, C, D, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Receptively Label Coins– 10B

Goal: • **When given a coin name, the participant will select the correct coin in an array.**
Materials Needed: • Coins
Instructions for Caregivers: • Place 2-4 coins on a flat surface in front of the participant. • Say, "Show me the (coin)."
Typical Stimuli: • Penny, quarter, nickel, dime

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Receptively Label Actions- 10C

Goal: • **When given the name of an action, the participant will point to the correct action in an array of pictures.**
Materials Needed: • Pictures of people performing actions
Instructions for Caregivers: • Place 3-10 pictures of people doing different actions on a flat surface in front of the participant. • Say, "Find the one that is (action word)?"
Typical Stimuli: • Running, sleeping, eating, jumping, laughing, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

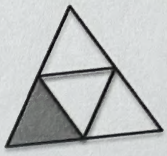
2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Receptively Label Toy Functions– 10D



Goal: • **When given a toy function, the participant will point to the correct toy in an array.**
Materials Needed: • 2D/3D items
Instructions for Caregivers: • Place 4 toys on a flat surface in front of the participant. • Say, "Find/Touch the item that is used for ___."
Typical Stimuli: • Car (driving), boat (floating), airplane (flying).

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

the severity of the prompts necessary. Now take a look at the second trial block. In this session, the learner responded correctly on the same 2 trials, but the scoring system designed in PEAK shows significant changes. Though the learner again scored 20% correct, one can see progress in the prompt level with all of the scores moving from 0 to 4s and 8s. Now notice the third trial block. One can clearly see progress in level of prompting required for a correct response, as well as the overall accuracy.

Trial Number	Stimulus Number	Response Score
1	10	0 2 4 8 10
2	5	0 2 4 8 10
3	8	0 2 4 8 10
4	6	0 2 4 8 10
5	9	0 2 4 8 10
6	3	0 2 4 8 10
7	1	0 2 4 8 10
8	7	0 2 4 8 10
9	2	0 2 4 8 10
10	4	0 2 4 8 10

Total Response Score: 52 / 100

Initials: SW Date:

Trial Number	Stimulus Number	Response Score
1	3	0 2 4 8 10
2	8	0 2 4 8 10
3	4	0 2 4 8 10
4	1	0 2 4 8 10
5	6	0 2 4 8 10
6	2	0 2 4 8 10
7	9	0 2 4 8 10
8	10	0 2 4 8 10
9	5	0 2 4 8 10
10	7	0 2 4 8 10

Total Response Score: 90 / 100

Initials: JD Date:

Below each table is a space to record the sum of the response scores. Add up the response scores for the entire block. This score can be used to summarize performance and determine when a student has mastered the skill targeted by the program.

Progress Monitoring

Every learner's progress through the PEAK system will be uniquely dependent on the individual's functioning level, learning environment, and stimuli. For this reasons, instructors are encouraged to develop and implement strategies for determining mastery criteria and data analysis that best fit the particulars of their learner and learning environment.

Program Instruction Sheet
Program Name: Receptively Label Farm Animals– 10E

Goal:
- When given the name of a farm animal, the participant will point to the correct animal in an array.

Materials Needed:
- Pictures of farm animals

Instructions for Caregivers:
- Place 3-10 pictures on a flat surface in front of the participant.
- Say, "Find/Touch the (farm animal)."

Typical Stimuli:
- Cow, horse, pig, rooster, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet

Program Name: Receptively Label Two-letter Sounds– 10F

Goal:
- **When given a two-letter sound, the participant will point to the correct combination in an array.**

Materials Needed:
- Word cards with two-letter combinations

Instructions for Caregivers:
- Place 3-10 cards with two-letter combinations on them on a flat surface
- Say, "Which one makes the sound (sound)?"

Typical Stimuli:
- sh, th, ch, ha, ba
- "Which one makes the sound, 'sh'?"

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet

Program Name: Receptively Label Community Helpers– 10G

Goal:
- When given the name of a community helper, the participant will point to the correct picture in an array.

Materials Needed:
- Pictures of community helpers

Instructions for Caregivers:
- Place 3-10 pictures on a flat surface.
- Say, "Show me the (community helper)."

Typical Stimuli:
- Pictures of police officers, fire fighters, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Receptively Label Planets– 10H

Goal: • **When given the name of a planet, the participant will point to the correct picture in an array.**
Materials Needed: • Pictures of planets
Instructions for Caregivers: • Place 3-8 pictures of planets on a flat surface in front of the participant. • Say, "Show me (planet)."
Typical Stimuli: • Earth, Mars, Jupiter, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Intraverbal: Phrases- 101

Goal:
- **When presented with a familiar incomplete phrase, the participant can finish it.**

Materials Needed:
- None

Instructions for Caregivers:
- Say, "What comes next?" and say part of a phrase the participant knows, but stop with one word left.

Typical Stimuli:
- "Ring around the ___."
- "Jack and Jill went up the ___,"
- "The early bird gets the ___."

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Intraverbal: Features- 10]

Goal: • **When the participant is presented with a description, he or she will respond with an appropriate item or being (eg. What has stripes?).**
Materials Needed: • None
Instructions for Caregivers: • Say, "Tell me something that has (feature)." • The participant should respond with an appropriate (item, animal, etc.).
Typical Stimuli: • "Tell me something that has stripes." (The participant could answer "A zebra.")

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Tact Letters by Sound- 10K

Goal: • **When shown a letter, the participant will say the appropriate phonetic sound.**
Materials Needed: • Cards with letters printed on them
Instructions for Caregivers: • Show the participant a picture of a letter. • Say, "What sound does _ make?"
Typical Stimuli: • A, B, C, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Tact Coins- 10L

Goal: • **When presented with a single coin, the participant will name it appropriately.**
Materials Needed: • Coins
Instructions for Caregivers: • Place a coin in front of the participant. • Ask the participant "What is it?"
Typical Stimuli: • Penny, quarter, nickel, dime

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Tact Actions– 10M

Goal:
- **When presented with an action, the participant will name it appropriately.**

Materials Needed:
- Pictures of people performing actions

Instructions for Caregivers:
- Show a picture to or perform an action for the participant.
- Ask, "What is he/she doing?" or "What am I doing?"

Typical Stimuli:
- Running, sleeping, eating, jumping, laughing, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Tact Toy Functions– 10N

Goal: • **When given a toy, the participant will appropriately identify its function.**
Materials Needed: • 2D/3D items
Instructions for Caregivers: • Present a toy to the participant. • Ask, "What does this toy do?"
Typical Stimuli: • Car (driving), boat (floating), airplane (flying), toy hammer (hitting nails), kitchen set (cooking)

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Tact Farm Animals– 100

Goal:
- When presented with a picture of a farm animal, the participant will appropriately name the animal.

Materials Needed:
- Pictures of farm anin als

Instructions for Caregivers:
- Show the participant a picture of a farm animal.
- Ask, "What is it?"

Typical Stimuli:
- Cow, horse, pig, rooster, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Textual: Two-letter Sounds– 10P

Goal: • **When presented with two letters, the participant will produce the sound that they make.**
Materials Needed: • Word cards with two-letter combinations
Instructions for Caregivers: • Show the participant a card with letters on it. • Ask, "What sound?"
Typical Stimuli: • Sh, th, ch, ha, ba • "What sound," (with card with "OD" printed on it) and the participant says, "od."

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Tact Community Helper- 10Q

Goal: • **When presented with a picture of a community helper, the participant will appropriately name it.**
Materials Needed: • Pictures of community helpers
Instructions for Caregivers: • Show the participant a picture of a community helper. • Ask, "Who is this?"
Typical Stimuli: • Pictures of police officers, fire fighters, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Tact Planet Names- 10R

Goal:
- **When presented with a picture of a planet, the participant will appropriately name it.**

Materials Needed:
- Pictures of planets

Instructions for Caregivers:
- Show the participant a picture of a planet.
- Ask, "Which planet is this?"

Typical Stimuli:
- Earth, Mars, Jupiter, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet

Program Name: Receptively Label Sensory Feelings- 11A

Goal:
- **When presented with an array of pictures of sensory feelings and an instruction, the participant will point to the correct feeling.**

Materials Needed:
- Picture cards of people experiencing different sensations

Instructions for Caregivers:
- Place 3 sensory feeling cards on a flat surface in front of the participant.
- Ask, "Which one is feeling (sensory feeling)?"

Typical Stimuli:
- Picture of person under a blanket (warm), picture of person getting hit by a ball (hurt), picture of person falling asleep (tired)

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Receptively Label Coin Values- 11B

Goal: • **When presented with an array of coins and a coin value, the participant will point to the correct coin.**
Materials Needed: • Different Types of Coins
Instructions for Caregivers: • Put 2 or 3 coins on a flat surface in front of the participant. • Ask, "Which one is worth (value [e.g., 5¢])?"
Typical Stimuli: • Pennies, nickels, dimes, quarters

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Receptively Label Rooms- 11C

Goal:
- When presented with an array of pictures of rooms and a room name, the participant will point to the correct pictures.

Materials Needed:
- Pictures of rooms of the house or other familiar buildings.

Instructions for Caregivers:
- Place 3-10 pictures on a flat surface in front of the participant.
- Ask, "Which one is the (room)?"

Typical Stimuli:
- Bedroom, bathroom, kitchen, play room, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Receptively Label Money Amounts- 11D

Goal: • **When presented with an array of coins and a target value, the participant will choose the correct combination of coins to equal the value.**
Materials Needed: • Coins
Instructions for Caregivers: • Place multiple coins in front of the participant. • Say, "Give me (amount of money)."
Typical Stimuli: • $.15, $.23, $.09, $.12

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet

Program Name: Receptively Label Body Part Function- 11E

Goal:
- **When told a bodily function, the participant will identify the body part that performs that function.**

Materials Needed:
- None

Instructions for Caregivers:
- Say, "Point to the body part that ___," and say the function of a body part.

Typical Stimuli:
- What body part hears, talks, tastes, chews, smells, touches, picks things up, walks, kicks, throws, sees, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet

Program Name: Delayed Picture Identification- 11F

Goal:
- **After the participant has seen a picture and it is hidden for 15 seconds, the participant will point to that picture in an array.**

Materials Needed:
- Picture Cards

Instructions for Caregivers:
- Hold up picture and ensure the participant looks at it.
- Put the picture away and wait 15 seconds.
- Then, present the picture in an array of 3-10 other pictures.
- Ask, "Which one did I show you?"

Typical Stimuli:
- Familiar items

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Which One Doesn't Belong?- 11G

Goal:
- **When presented with two pictures in a category and one that is not, the participant will identify the picture that does not belong.**

Materials Needed:
- Picture cards with examples of cards which belong to the same category and cards which do not

Instructions for Caregivers:
- Present 2 cards that belong to the same category and 1 that does not belong.
- Ask, "Which one doesn't belong?"

Typical Stimuli:
- Cards belonging to the same class and cards which do not (e.g., an airplane, a car, and an apple)

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Receptively Label Seasons- 11H

Goal:
- **When presented with an array of pictures of seasons and an instruction, the participant will point to the correct season.**

Materials Needed:
- Cards depicting pictures of seasons

Instructions for Caregivers:
- Place 3-10 cards on a flat surface in front of the participant.
- Ask, "Which one is (season)?"

Typical Stimuli:
- Winter, spring, summer, fall

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Receptively Label Sight Words- 11I

Goal:
- **When presented with an array of cards with simple words on them and an instruction, the participant will point to the correct text.**

Materials Needed:
- Cards with words printed on them

Instructions for Caregivers:
- Place 3-10 word cards on a flat surface in front of the participant.
- Ask, "Which one is (word)?"

Typical Stimuli:
- Cat, dog, pencil, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Intraverbal: Functions- 11J

Goal: • **When provided with a function and instruction, the participant will say an item that performs that function.**
Materials Needed: • None
Instructions for Caregivers: • Ask, "What do you (function) with?"
Typical Stimuli: • Eat (fork), cut paper (scissors), play basketball (hoop), etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Intraverbal: Class- 11K

Goal:
- When provided with a category, the participant will be able to name an item in that category (e.g., name a fruit).

Materials Needed:
- None

Instructions for Caregivers:
- Say, "Tell me something that is a (category)."

Typical Stimuli:
- Vehicles, furniture, animals, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Intraverbal: Emotions- 11L

Goal:
- When presented with an intraverbal statement related to an emotion, the participant will be able to appropriately identify the corresponding emotion or feeling.

Materials Needed:
- None

Instructions for Caregivers:
- Make a statement about someone that entails an emotion.
- Then ask, "What might they be feeling?"

Typical Stimuli:
- Statements that reflect common emotions, e.g. "Its Billy's birthday," "Julie lost her stuffed animal," "Ashley won a prize," "Aaron took Seth's toy", or "Kyle broke his arm."

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Tact Values of Coins- 11M

Goal:
- When presented with an array of coins, the participant will state the correct value for one coin.

Materials Needed:
- Penny, nickel, dime, quarter

Instructions for Caregivers:
- Place 2-4 in front of the participant.
- Point to a coin. Ask, "How much is it worth?"
- Vary the order of the arrays the coins are presented in for each trial.

Typical Stimuli:
- Pennies, nickels, dimes, quarters

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Tact Rooms- 11N

Goal:
- **When presented with a picture of a room in a house or familiar building, the participant will say the name of the room.**

Materials Needed:
- Pictures of rooms of the house, or other familiar buildings.

Instructions for Caregivers:
- Hold up a picture of a room.
- Say, "What room?"

Typical Stimuli:
- Bedroom, bathroom, kitchen, play room, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Tact Money– 110

Goal:
- When presented with an array of money, the participant will say the name of the different money forms.

Materials Needed:
- Penny, nickel, dime, quarter, dollar bill, $5 bill, etc.

Instructions for Caregivers:
- Put 3-10 money items in an array in front of the participant.
- Point to a money item.
- Ask, "What is it?"

Typical Stimuli:
- Penny, nickel, dime, quarter, dollar bill, $5 bill, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Tact Sensory Adjectives- 11P

Goal:
- **When presented with an item that appeals to a particular sense, he or she will use adjectives to describe the smells, tastes, etc.**

Materials Needed:
- Actual items that you experience through various sense modes (smell/taste/feel/hear)

Instructions for Caregivers:
- Show the participant an item you experience through a specific sense.
- Ask him or her to describe the item using a specific sense.

Typical Stimuli:
- A flower, sandpaper, smooth surface, bell
- "How does this smell?"

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Tact Following Delay– 11Q

Goal:
- **After the participant has seen a picture and it is hidden for 15 seconds, the participant will say what was shown in the picture.**

Materials Needed:
- Picture cards

Instructions for Caregivers:
- Hold up picture and ensure the participant looks at it.
- Put card away and wait 15 seconds.
- Say, "What did I show you?"

Typical Stimuli:
- Pictures of familiar items (ball, animal, favorite toy, bed, body parts, etc.)

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Tact Item that Doesn't Belong- 11R

Goal:
- **When presented with an array of three identical items and a non-identical item, the participant will identify the non-identical item.**

Materials Needed:
- Multiple identical pictures or items, one non-identical picture or item

Instructions for Caregivers:
- Put out an array of 3 identical items and 1 non-identical item.
- Ask the participant, "Which one is different?"

Typical Stimuli:
- 3 yellow cards and 1 blue card, 3 carrots and 1 block, 3 pencils and 1 toy, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Tact Seasons– 11S

Goal:
- When shown a picture of a season, the participant will correctly say the name of the season.

Materials Needed:
- Cards depicting pictures of seasons

Instructions for Caregivers:
- Show the participant a picture of a season.
- Ask "What season?"

Typical Stimuli:
- Winter, summer, spring, fall

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Tact Sounds- 11T

Goal: • **After being provided with a familiar sound, the participant will name what makes that sound.**
Materials Needed: • CD with various animal sounds
Instructions for Caregivers: • Play sound from CD or make the sound yourself. • Ask, "What is it?"
Typical Stimuli: • Oink (pig), vroom (car), thunder, meow (cat), etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet

Program Name: Receptively Label Vehicles- 12A

Goal:
- **When presented with an array of vehicle pictures, the participant will point to the correct vehicle picture.**

Materials Needed:
- Pictures of cars, boats, airplanes, SUV's, trucks, tractors, etc.

Instructions for Caregivers:
- Place 3-10 pictures of vehicles on a flat surface in front of the participant.
- Say, "Show me ___."

Typical Stimuli:
- Car, boat, airplane, jet, truck, tractor, wagon, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventual produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Receptively Label Time- 12B

Goal:
- **When presented with an array of clocks and a target time, the participant will point to a picture of a clock displaying the specified time.**

Materials Needed:
- Pictures of different times (AM and PM) on analog or digital clocks

Instructions for Caregivers:
- Place 3-10 clock cards on a flat surface in front of the participant.
- Say "Which one is (time)?"

Typical Stimuli:
- 1:00am, 1:30pm, 2:00am, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet

Program Name: Receptively Label Emotions– 12C

Goal:
- **When presented with an array of emotion cards and a target emotion, the participant will point to the card displaying the specified emotion.**

Materials Needed:
- Picture cards of faces/expressions demonstrating various emotions

Instructions for Caregivers:
- Place 3-10 cards on a flat surface in front of the participant.
- Say, "Which one is (emotion)?"

Typical Stimuli:
- Happy, sad, afraid, excited, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Receptively Label Weather– 12D

Goal:
- **When presented with an array of weather pictures and a target type of weather, the particpant will point to the card displaying the correct type of weather.**

Materials Needed:
- Pictures of different types of weather

Instructions for Caregivers:
- Put out 3-10 weather cards on a flat surface in front of the participant.
- Say "Find (weather type)."

Typical Stimuli:
- Sunny, rainy, stormy, snowy, partially cloudy, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet

Program Name: Receptively Label Kitchen Item Functions- 12E

Goal: • **When presented with an array of kitchen items and a target function, the participant will point to the kitchen item that performs that function.**
Materials Needed: • Pictures of kitchen items, actual kitchen items
Instructions for Caregivers: • Lay out 3-10 kitchen items or pictures. • Say, "Find the item that is used to ___."
Typical Stimuli: • Stove (cooks food), dishwasher (washes dishes), refrigerator (keeps food cold), etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Receptively Label Items by Class- 12F

Goal:
- **When presented with a category, the participant will point to an item or picture in that category.**

Materials Needed:
- Classes of pictures or actual items (food, toys, clothing, etc.)

Instructions for Caregivers:
- Place 3-10 items on a flat surface in front of the participant.
- Say, "Touch a ____ (category)."

Typical Stimuli:
- Food, toys, clothing, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet

Program Name: Receptively Label Items by Feature- 12G

Goal:
- **When presented with an array of items, the participant will point to a particular item based on a provided feature.**

Materials Needed:
- Pictures or actual items that have same features (wings, buttons, etc.)

Instructions for Caregivers:
- Put 3-10 items on a flat surface in front of the participant, each with a unique feature.
- Say, "Find one that has ____ (feature)."

Typical Stimuli:
- Any item, animal, etc. which has a specific feature (e.g. noses, wings, wheels, buttons, doors, etc.)
- "Find one that has wings."

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet

Program Name: Receptively Label Community Signs- 12H

Goal:
- **When presented with an array of community signs and the name of a sign, the participant will point to the correct community sign.**

Materials Needed:
- Pictures of community signs

Instructions for Caregivers:
- Place 3-10 pictures of community signs on a flat surface in front of the participant.
- Say, "Show me the ____ sign."

Typical Stimuli:
- Stop sign, pedestrian crossing sign, railroad crossing, one way, caution wet floor, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet

Program Name: Receptively Label Calendar Parts- 12I

Goal:
- When presented with a calendar, the participant will point to different parts of a calendar (days, months, etc.).

Materials Needed:
- Calendar

Instructions for Caregivers:
- Place calendar on the table.
- Say, "Show me (part oof the calendar)."

Typical Stimuli:
- Month names, numbers, day names, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attem pts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Receptively Label Months & Days- 12J

Goal:
- **When presented with an array of words, the participant will correctly identify the month or day.**

Materials Needed:
- Words of months and days of the week

Instructions for Caregivers:
- Place 3-10 month or day name cards on a flat surface.
- Ask the participant to point to a month or day.

Typical Stimuli:
- Words spelling out months (e.g., October, June, May, etc.) or days (e.g., Friday, Monday, Saturday, etc.)

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Story-telling Intraverbals- 12K

Goal:
- **After hearing or watching a story, the participant will use 10 words or more to describe what happened in a story.**

Materials Needed:
- Video clips, short stories

Instructions for Caregivers:
- Have the participant watch a video clip, a scene, or hear a short story.
- Say to the participant, "Tell me what happened."

Typical Stimuli:
- Watch a video clip from a movie or read a story.
- Prompt: "What did the dog do?" or "Where did he go?"
- Correct: "The dog ran across the street really fast and turned around and ran back."

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Textual: Sight Words- 12L

Goal: • **When presented with a simple word on a card, the participant will read the word aloud.**
Materials Needed: • Cards with words printed on them
Instructions for Caregivers: • Show the participant a word card. • Ask, "What is it?" or "What does it say?"
Typical Stimuli: • Cat, dog, pencil, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet

Program Name: Tact Recently Completed Actions- 12M

Goal:
- **After observing an action and waiting five seconds, the participant will correctly say what the action was.**

Materials Needed:
- None

Instructions for Caregivers:
- Perform an action.
- 5 seconds after you finished performing the action, ask, "What did I do?"

Typical Stimuli:
- Running, sleeping, eating, jumping, laughing, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Tact Vehicles- 12N

Goal:
- **After seeing a picture of a vehicle, the participant will say the appropriate vehicle name.**

Materials Needed:
- Pictures of cars, boats, airplanes, trucks, tractors, etc

Instructions for Caregivers:
- Hold up a picture of a vehicle.
- Say, "What is this?"

Typical Stimuli:
- Car, boat, airplane, jet, truck, tractor, wagon, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Tact Time- 120

Goal:
- When presented with a picture of a clock, the participant will tell the time.

Materials Needed:
- Pictures of different times (AM and PM) on analog or digital clocks

Instructions for Caregivers:
- Present a picture of a clock to the participant.
- Say, "What time is it?"

Typical Stimuli:
- 1:00am, 1:30pm, 2:00am, etc. on a digital and analog clock

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Tact Emotions- 12P

Goal:
- **When presented with a picture of an emotion, the participant will correctly name the emotion.**

Materials Needed:
- Picture cards of faces/expressions

Instructions for Caregivers:
- Present a picture of an emotion or feeling to the participant.
- Say, "What is this person feeling?"

Typical Stimuli:
- Pictures of different types of individuals (children, adults, varied races, etc.) displaying emotions (happy, sad, nervous, etc.)

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Tact Weather- 12Q

Goal:
- **When presented with a picture of weather, the participant will describe it using at least one word.**

Materials Needed:
- Picture cards of different weather events or types of weather

Instructions for Caregivers:
- Present a picture of weather to the participant.
- Ask, "What is the weather like?

Typical Stimuli:
- Pictures of clouds, sunny skies, stormy seas, windy trees being blown over, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Tact Kitchen Item Functions- 12R

Goal:
- When asked about the functions of kitchen items, the participant will name the appropriate functions.

Materials Needed:
- Pictures of kitchen items or actual items from the kitchen

Instructions for Caregivers:
- Present an item to the participant.
- Ask, "What does this do?"

Typical Stimuli:
- Pan frying mitt not getting burned; spoon- eating or stirring; knife- cutting, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Tact Item Class- 12S

Goal:
- When presented with a picture, the participant will name a category that the item belongs to.

Materials Needed:
- Pictures of items that can be categorized into larger groups

Instructions for Caregivers:
- Present a picture to the participant.
- Ask, "What group does this belong to?"

Typical Stimuli:
- Apple- fruit, broccoli- vegetable, potato- vegetable, lion- animal, screwdriver- tool, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Tact Item Features- 12T

Goal:
- **When presented with a picture, the participant will state a physical feature of something in the picture.**

Materials Needed:
- Pictures of any items

Instructions for Caregivers:
- Present a picture to the participant.
- Say, "Tell me something about this."

Typical Stimuli:
- Elephant- Heavy, Lion- Has a tail, Bear- Furry, Zebra- has stripes, etc.

Stimulus:	Stimulus:
11	21
12	22
13	23
14	24
15	25
16	26
17	27
18	28
19	29
20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Tact: I See- 12U

Goal:
- After observing his or her immediate environment, the participant will say the name of objects/people in the environment.

Materials Needed:
- Items in the natural environment which are within eyesight

Instructions for Caregivers:
- Ask the participant, "What do you see?"
- He or she must respond with the phrase, "I see___," and label something within eyesight.

Typical Stimuli:
- Books, toys, bed, television, mom, dad, chair, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Tact Community Signs- 12V

Goal:
- **When presented with a picture of a community sign, the participant will say the name of the sign.**

Materials Needed:
- Pictures of signs typically found in the community

Instructions for Caregivers:
- Show picture of a sign.
- Say, "What is it?"
- The participant should label the sign accurately.

Typical Stimuli:
- Stop sign, pedestrian crossing sign, railroad crossing, one way, restroom, etc.

Stimulus:	Stimulus:
11	21
12	22
13	23
14	24
15	25
16	26
17	27
18	28
19	29
20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Match Size- 13A

Goal:
- When presented with an array of identical items that vary by size, the participant will pair the items of identical size.

Materials Needed:
- Out of a large amount of identical items that vary only by size, pairs of items identical in size

Instructions for Caregivers:
- Place an array of 3-10 uniquely sized items in front of the participant.
- Give the participant an item that matches the size of an item in the array.
- Say, "Put with same."

Typical Stimuli:
- Blocks, bowls of same food, pieces of paper, stacks of tiles, piles of cards, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Sort Items by Feature- 13B

Goal:
- **When presented with an array of items, the participant will sort them into piles based on a particular physical feature.**

Materials Needed:
- Pictures or actual items that have same features

Instructions for Caregivers:
- Put multiple items on a flat surface, each representing a different feature.
- Put out as many bowls as there are types of features among the items (i.e., 3 bowls for 3 distinctive features).
- Say, "Sort", and the participant should group items by features into the different bowls.

Typical Stimuli:
- Any item, animal, etc. which has a specific feature (e.g., noses, wings, wheels, buttons, doors, etc.)

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Sort Items by Class- 13C

Goal:
- When presented with an array of different items, the participant will sort them into piles based on the category that they are in.

Materials Needed:
- Items or pictures of items belonging to the same classes/categories of similar objects

Instructions for Caregivers:
- Put multiple items on a flat surface, each representing a different class.
- Put as many bowls out as there are categories of items (i.e., 3 bowls for 3 distinctive categories).
- Instruct the participant to sort the items according to their category.

Typical Stimuli:
- Food, toys, clothing, vehicles, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Count Items- 13D

Goal:
- **When presented with an array of items, the participant will count them aloud.**

Materials Needed:
- Various identical items

Instructions for Caregivers:
- Place an array of 3-10 items in front of the participant.
- Have him or her count out loud for each item touched.
- Have the participant count up to 10 items.

Typical Stimuli:
- Cards, bingo chips, food items (e.g., pretzels, popcorn), blocks, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Intraverbal: Counting- 13E

Goal: • After being given a string of consecutive numbers, the participant will state the next number.
Materials Needed: • None
Instructions for Caregivers: • Start counting to 10 but stop at a number before 10 or take turns counting numbers. • Be sure to vary which numbers they are counting.
Typical Stimuli: • 1, 2, 3, _____; 6, 7, 8, _____

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Intraverbal: Count Backwards- 13F

Goal:
- **After hearing a string of consecutive numbers counted backwards, the participant will continue counting.**

Materials Needed:
- None

Instructions for Caregivers:
- Start counting backwards from a number no larger than 10.
- Stop counting and allow the participant to continue counting down.

Typical Stimuli:
- 6, 5, 4, 3, _____ ; 8, 7, 6, _____

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Rhyming- 13G

Goal: • When provided with a target word, the participant will state a word that rhymes with a target word.
Materials Needed: • None
Instructions for Caregivers: • Say, "What rhymes with___," and say a word with a lot of possible rhymes
Typical Stimuli: • Tar/Car; Train/Crane; Date/Bait

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Intraverbal: Adverbs- 13H

Goal:
- **When provided with an incomplete sentence, the participant will complete the sentence with an appropriate adverb.**

Materials Needed:
- None

Instructions for Caregivers:
- Start a phrase or sentence that can end in an adverb.
- Wait for the participant to finish the sentence with a descriptive word.

Typical Stimuli:
- "The rabbit ran ___," "The turtle moved ___," "In the library, people speak ___," "The car moves really ___."

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet

Program Name: Intraverbal: Story Questions- 13I

Objective: • **After being presented with a story or watching a video, the participant will respond to questions appropriately.**
Materials Needed: • Various stories or short movie clips
Instructions for Caregivers: • Read a story to child or show a brief movie clip. • Ask the child questions afterward about what happened.
Typical Stimuli: • How many little pigs were there? Who fell down? What was the cat's name? What jumped over the moon?

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Silent Reading- 13J

Goal:
- **After being given time to read a sentence silently, the participant will correctly answer questions about the sentence.**

Materials Needed:
- Written sentences

Instructions for Caregivers:
- Present the participant with a sentence.
- Have the participant read a sentence silently.
- Say to the participant, "Tell me what happened."

Typical Stimuli:
- Have the participant read the sentence "The dog sat down."
- Ask "Who sat down?"
- Correct: "The dog!"

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet

Program Name: Intraverbal: "Wh" Questions- 13K

Goal:
- **When presented with a basic what, why, where, or when question, the participant will answer appropriately.**

Materials Needed:
- None

Instructions for Caregivers:
- Pick a topic.
- Ask a question starting with each of the following: what, why, when, where.

Typical Stimuli:
- Topic: Lunch- "What did you eat for lunch?"; "When was lunch?"; "Where did you eat?"; "Why did you eat a sandwich?"

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet

Program Name: Textual: Sounding Out Letters in Words- 13L

Goal:
- **When presented with a letter within a word, the participant will say the correct phonetic sound of that letter.**

Materials Needed:
- Cards with words printed on them

Instructions for Caregivers:
- Point to a letter in the word.
- Say, "What sound does it make?"
- Continue pointing to the rest of the letters in the word while requiring the participant to make the sound.

Typical Stimuli:
- Written words (cat, dog, hat, bat, apple, etc.)

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Arrange Items by Size- 13M

Goal: • When presented with an array of differently sized items, the participant will place them in order based on size.
Materials Needed: • Identical items that vary only by size
Instructions for Caregivers: • Put all items on a flat surface in front of the participant. • Say, "Line these from smallest to largest" or "Line these from biggest to smallest."
Typical Stimuli: • Blocks, bowls of same food, pieces of paper, stacks of tiles, piles of cards, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: My/Your- 13N

Goal:
- **When presented with a "my" or "your" cue in conjunction with a body part, the participant will appropriately identify it on the instructor's body or his or her own body.**

Materials Needed:
- None

Instructions for Caregivers:
- Ask, "Where is (my/ your) ___?" and name an item of clothing or body part.

Typical Stimuli:
- My shoes, your hair, my face, my arm, your socks, my shirt, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Intermediate Intraverbals- 130

Goal:
- **When presented with a question regarding his or her life, the participant will answer appropriately.**

Materials Needed:
- None

Instructions for Caregivers:
- Ask the participant a question about his or her life.
- Be sure to know the answer prior to asking.

Typical Stimuli:
- "What vehicle did you ride to school today?" Correct: "A bus." Incorrect: "I'm hungry." Prompt: "A school___" or "The big, yellow ___."

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Transcription: Taking Dictation- 13P

Goal:
- **When a word is spoken to the participant, he or she will write it.**

Materials Needed:
- Paper, pencil/marker/crayon/pen

Instructions for Caregivers:
- Say, "Write ___," and a short word with 2-3 letters.
- Sound out each letter as you say the short word.

Typical Stimuli:
- Spoken words cat, dog, me, we, see, hat, rat, top, pit, man, kid, box

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet

Program Name: Mand for Items Across the Room- 13Q

Goal:
- When a preferred item is placed away from the participant, he or she will request it.

Materials Needed:
- Preferred items

Instructions for Caregivers:
- Show the participant the preferred item while near him or her.
- Put it on other side of room.
- While pointing to the item, ask, "What do you want?"

Typical Stimuli:
- Various preferred items (edibles, toys, paused movies, computer, etc.)

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

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2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Mand for Items Not in Room- 13R

Goal:
- **When a preferred item is placed in a different room than the participant, he or she will request it.**

Materials Needed:
- Preferred items

Instructions for Caregivers:
- Hide an item the participant has been playing with frequently outside of the room.
- When the participant is searching for item, say, "What do you want?"

Typical Stimuli:
- Various preferred items (edibles, toys, paused movies, etc.)

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

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2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Mand for Needed Items- 13S

Goal: • **When the participant is presented with a familiar task, he or she will request the items needed to complete that task.**
Materials Needed: • Tasks that require several materials
Instructions for Caregivers: • Present the participant with a task. • Have one needed item missing. • When the participant reaches the point where the missing item is needed, prompt "I need ___."
Typical Stimuli: • Spoon (while eating soup), shoes (when going outside), toothbrush (when getting ready for bed)

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Mand for Help- 13T

Goal:
- **When presented with a difficult task, the participant will request help when needed.**

Materials Needed:
- Items required for a fine/gross motor task that the participant has difficulty doing

Instructions for Caregivers:
- Ask the participant to perform a difficult task (e.g., tying shoes).
- Prompt the participant to say "Help."

Typical Stimuli:
- Tying shoes, getting items from high up places, opening containers, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Mand for Item from Peer- 13U

Goal:
- When a preferred item is being used by a peer, the participant will request to share the item.

Materials Needed:
- Highly preferred items such as toys, candy, or other small pieces of food; Peer of the participant

Instructions for Caregivers:
- Show the item. Give the item to the participant's peer.
- Prompt the participant to ask, "Could you share that with me?"
- If needed, prompt the peer to provide the item following a correct response.

Typical Stimuli:
- Candy, toys, items needed for preferred activities, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Mand for Escape- 13V

Goal:
- **When presented with an annoying stimulus, the participant will request to take a break or to stop.**

Materials Needed:
- Items the participant doesn't like

Instructions for Caregivers:
- Present the annoying stimulus (i.e., high pitched noise).

Typical Stimuli:
- Annoying noises, TV shows the participant doesn't like, activities the participant doesn't like

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Mand for More Information- 13W

Goal:
- When a preferred item is hidden, the participant will request information to solve the problem.

Materials Needed:
- Preferred items

Instructions for Caregivers:
- Hide a preferred item.
- Tell the participant that he or she can have the preferred item.
- Then give some general information concerning where it is (e.g., it's in the kitchen).

Typical Stimuli:
- Candy, movies, favorite toys, items needed to do preferred activities, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Mand for Permission- 13X

Goal:
- **When told that he or she needs to receive permission, the participant will ask for it appropriately.**

Materials Needed:
- Preferred items and activities

Instructions for Caregivers:
- Provide the participant with 2 preferred items or activities to choose from, and allow them to pick one.
- Tell the participant that they may have the item or activity that they chose if they ask permission.

Typical Stimuli:
- Going outside unattended, riding his bike to the end of the street, going to a friend's house, preferred activities

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Addition- 14A

Goal:
- When presented with an array of items, the participant will use them to aid in adding single digit numbers.

Materials Needed:
- 10 of the same counting objects- bears, bingo chips, coins, slips of paper

Instructions for Caregivers:
- Place between 1 and 10 items in front of the participant.
- Say, "How many _____ are there?"
- Then give a small amount more.
- Say, "Add _____. Now how many are there?"

Typical Stimuli:
- 1+1, 2+1, 3+1, 4+1, 1+2, 2+2, 3+2, 4+2, 5+3, 6+1, 3+3, 4+2, 3+5, etc.
- Use only single digits and start with small additions.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Subtraction- 14B

Goal:
- **When presented with an array of items, the participant will use them to aid in subtracting single digit numbers.**

Materials Needed:
- 10 of the same counting objects- bears, bingo chips, coins, slips of paper

Instructions for Caregivers:
- Place between 1 and 10 items in front of the participant.
- Say, "How many _____ are there?"
- Say, "Take away _____. Now how many are there?"

Typical Stimuli:
- 1-1, 2-1, 3-1, 4-1, 5-1, 6-1, 2-2, 3-2, 4-2, 6-4, 6-3, 5-3, etc.
- Use only single digits and start with small subtractions.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Advanced Addition- 14C

Goal:
- **When presented with an array of items, the participant will use them to aid in adding numbers up to twenty.**

Materials Needed:
- 20 of the same counting objects- bears, bingo chips, coins, slips of paper

Instructions for Caregivers:
- Place between 11 and 20 items in front of the participant.
- Say, "How many _____ are there?"
- Then give him or her more of the item.
- Say, "Add _____. Now how many are there?"

Typical Stimuli:
- 1+1, 2+1, 3+2, 6+8, 7+4, 5+1, 9+1, 15+1, 15+6, 13+3, etc. Start with small additions and increase difficulty.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Advanced Subtraction- 14D

Goal:
- **When presented with an array of items, the participant will use them to aid in subtracting numbers up to twenty.**

Materials Needed:
- 20 of the same counting objects- bears, bingo chips, coins, slips of paper

Instructions for Caregivers:
- Place between 11 and 20 items in front of the participant.
- Say, "How many _____ are there?"
- Say, "Take away _____. Now how many are there?"

Typical Stimuli:
- 1-1, 5-4, 9-8, 7-5, 3-1, 3-2, 6-4, 15-1, 16-2, 19-3, 18-8, 17-5, etc. Start with small subtractions and increase difficulty

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Metaphorical Emotions- 14E

Goal:
- **When presented with an object modeling a particular emotion, the participant will identify the emotion.**

Materials Needed:
- Various objects or pictures related to emotional feelings or physical feelings

Instructions for Caregivers:
- Ask, "If you were this ___, what would you feel like?"
- Present an object with a similarity to an emotion or physical feeling.

Typical Stimuli:
- Wilted flower: sad
- Dry flower: thirsty
- Shaking bottle: nervous
- Wiggling noodle: silly
- Raging storm: mad

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Math Intraverbals- 14F

Goal:
- **When vocally provided with a simple math problem, the participant will answer it aloud.**

Materials Needed:
- None

Instructions for Caregivers:
- Vocally tell the participant to complete a simple math problem.

Typical Stimuli:
- What is 2+4? What is 5-2? What is 3+3?

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: My/Your/His/Hers- 14G

Goal:
- When presented with pronoun cues, the participant will point to the correct person based on the cues.

Materials Needed:
- A male doll and a female doll

Instructions for Caregivers:
- Set up the dolls on a flat surface in front of the participant.
- Say, "Where is (my, your, his, her) (item of clothing or body part)?"

Typical Stimuli:
- My shoes, your hair, my face, my arm, your socks, my shirt, his shoes, her eyes, his pants, her hair, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Guessing- 14H

Goal:
- **When provided with little information, the participant will guess the answer to a question.**

Materials Needed:
- None

Instructions for Caregivers:
- Deliver a statement to the participant that begins with "Guess."

Typical Stimuli:
- "Guess who I saw," "Guess what I ate yesterday," Guess when your friend will be here," "Guess how much of your lunch you will eat," "Guess how many math problems you can answer correctly," etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Nomination and Double Tacts- 14I

Goal:
- **When presented with a stuffed animal and asked to name it based on physical features, the participant will provide an appropriate nickname.**

Materials Needed:
- Stuffed animals

Instructions for Caregivers:
- Tell the participant to name the animal based on what he looks like.
- Present a stuffed animal.

Typical Stimuli:
- Teddy bear- Mr. Fluffums, elephant- snouty, dog- googly Ralph (if he has big eyes), Lion- Furrocious

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Self-editing: Interruptions- 14J

Goal:
- **After being interrupted, the participant will respond appropriately.**

Materials Needed:
- None

Instructions for Caregivers:
- Ask the participant to tell a story or talk about their favorite subject.
- Once the participant has begun to tell the story, interrupt them.
- Appropriate responses could include: waiting for the interrupter to finish their comment before continuing or asking the interrupter to "please wait."

Typical Stimuli:
- Story books

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Self-editing: Word Choice- 14K

Goal: • When speaking, the participant will use correct word forms.
Materials Needed: • None
Instructions for Caregivers: • If the participant uses a word inappropriately (e.g., says "them people" instead of "those people"), tell the participant "no" immediately upon incorrect word use. • Model appropriate word use have the participant imitate.
Typical Stimuli: • Using "them" instead of "those," saying "ain't" instead of "are not," etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

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2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Basic Autoclitics- 14L

Goal:
- **When an item is hidden from a participant, he or she will use phrases like "maybe" or "it might be" to indicate uncertainty.**

Materials Needed:
- A small item like a button or a ball

Instructions for Caregivers:
- Show the participant the item.
- Hide the item in one of your hands.
- Hold your closed hands out and ask the participant to choose which one the ball is in.

Typical Stimuli:
- Which hand has the button?

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Advanced Intraverbals- 14M

Goal:
- When presented with a comment on a topic, the participant will make comments related to the conversation.

Materials Needed:
- None

Instructions for Caregivers:
- Make a comment on any topic.
- Ask, "What do you think?"

Typical Stimuli:
- "I'm watching TV." Correct: "I'm doing work right now." Incorrect: The participant says nothing, repeats what you say, or makes an unrelated comment. Prompt: "What are you doing?"
- "It's really sunny today." Correct: "Yesterday it was windy." Incorrect: "I want to eat candy. " Prompt: "How do you like the weather?"

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Metonymical Tacts: Receptive- 14N

Goal:
- **When presented with an array of pictures, the participant will point to a picture based on an uncommon name.**

Materials Needed:
- Pictures of stimuli whose names are often substituted for the name of a similar stimulus

Instructions for Caregivers:
- Place an array of 3-10 stimuli in front of the participant.
- Ask the participant to hand you one of the stimuli by referring to a relevant feature or a related word, but not its name.

Typical Stimuli:
- Hand me dead presidents- the participant hands you a picture of money.
- Hand me the cake- the participant hands you a picture of a present.
- Hand me the bird- the participant hands you a picture of an airplane.
- Hand me a light- the participant hands you a picture of a lamp.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Delayed Recall and Audience- 140

Goal:
- After hearing a sentence or message and waiting for ten seconds, the participant will restate it.

Materials Needed:
- None

Instructions for Caregivers:
- Tell the participant a statement of 5-10 words.
- Say, "Tell _____ what I said."
- Send the participant off to relay your message to that person (Who will already know the message).
- Have the other person provide reinforcement if the message was reported accurately.

Typical Stimuli:
- Tell Steve, "Hey, cheer up, young man," while Steve is about 10 steps away
- Tell Laura, "The teacher needs to borrow your stapler," when Laura is down the hall.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

0= no response after multiple attempts at prompts

2= multiple prompts or reduced stimulus array eventually produced a response

4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Metonymical Tacts: Expressive- 14P

Goal:
- **When presented with an item, the participant will say an uncommon name for that item based on features.**

Materials Needed:
- Pictures of stimuli with names that are often substituted for the name of something similar.

Instructions for Caregivers:
- Place a stimulus in front of the participant.
- Ask him or her to name the stimulus.
- Then, say, "What else could you call it?"

Typical Stimuli:
- Picture of money- the participant says, *"paper."*
- Picture of a birthday present- the participant says, *"party."*
- Picture of a bottle- the participant says, *"baby."*
- Picture of a lamp- the participant says, *"night time."*

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

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4= 2 prompts at most produced the response with full stimulus array

8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Audience: Show and Tell- 14Q

Goal:
- When provided with an item, the participant will describe it with at least fifteen words in front of several other people.

Materials Needed:
- One of the participant's items, or any preferred toy the participant plays with at school

Instructions for Caregivers:
- Have the participant stand in front of the classroom and engage in show and tell.
- Say, "Tell us about your ___."

Typical Stimuli:
- The participant's favorite toy, the participant's favorite game, the participant's backpack, items the participant frequently uses

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

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8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet
Program Name: Public Accompaniment: Receptive- 14R

Goal:
- **When presented with objects associated with a feeling, the participant will point to what someone might be feeling based on the presence of that object.**

Materials Needed:
- Stimuli that often accompany emotions or feelings such as food when hungry, pillow when tired, tears when sad, etc.
- Cards with emotions or feelings written on them.

Instructions for Caregivers:
- Present the participant with an array of 3-10 emotion cards.
- Show him or her a stimulus that accompanies an emotion or feeling.
- Say, "Choose what I might be feeling right now."

Typical Stimuli:
- Thirsty: show water; Hungry: hold some food; Tired: take out a pillow; Pain: show a bandage; Sad: show tissues.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

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8= 1 single prompt of either verbal or visual nature

10= independent accuracy on response with no prompt

Program Instruction Sheet

Program Name: Public Accompaniment: Expressive- 14S

Goal:
- When presented with a physical depiction of an emotion the participant will say what that person may be feeling.

Materials Needed:
- Items or pictures of items that correspond to an emotion or a physical feeling

Instructions for Caregivers:
- Choose an emotion or physical feeling.
- Present a stimulus that commonly coincides with that feeling
- Ask, "What might I be feeling right now?"

Typical Stimuli:
- Thirsty: show water; Hungry: hold some food; Tired: take out a pillow; Pain: say 'ouch'; Sad: put fake tears on your eyes ; Happy: have someone give you a compliment in front of the participant; etc. NOTE: do not to act anything out, just present stimuli that often accompany emotion or feeling.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

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Program Instruction Sheet
Program Name: Verbal Report: Tacting Behavior- 14T

Goal:
- **After performing an action, the participant will describe his or her own behavior with at least eight words.**

Materials Needed:
- None

Instructions for Caregivers:
- Contrive a situation where the participant performs some action.
- Ask the participant, "What did you do?"

Typical Stimuli:
- Have the participant select one of two items, have them turn off a light, etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

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Program Instruction Sheet

Program Name: Verbal Report: Purposes of Behavior- 14U

Goal: • After choosing an item, the participant will describe why they chose that item.
Materials Needed: • Pictures of colors, pictures of animals, pictures of emotions, pictures of family members, etc.
Instructions for Caregivers: • Arrange 3-10 items in a way that will lead the participant to pick a certain stimulus. • Tell the participant to pick one that is correct. • After the participant selects, ask, "Why did you pick that one?"
Typical Stimuli: • Place a stimulus very close to the participant, select stimuli that are all alike except 1, touch and wiggle one of the stimuli, put them all straight except one crooked.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

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Program Instruction Sheet
Program Name: Collateral Responses- 14V

Goal:
- **When presented with a behavior related to an emotion, the participant will say what the other person may be feeling.**

Materials Needed:
- None

Instructions for Caregivers:
- Ask, "What might I be feeling right now?"
- Choose an emotion or physical feeling, and engage in other behavior that commonly coincides with that feeling or emotion.

Typical Stimuli:
- Thirsty: stick your tongue out and pant, drink water; Hungry: Eat something; Tired: yawn or lie your head down; Elbow Pain: hold your elbow with one hand and make a sound like you're hurt; Foot pain: walk with a limp; Angry: Cross your arms; Scared: shake; Sad: sniffle; etc.

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

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Program Instruction Sheet
Program Name: Guessing the Future- 14W

Goal:
- After hearing or observing an incomplete story, the participant will use phrases such as "maybe or "I think" when guessing to indicate uncertainty about what happens next.

Materials Needed:
- Unfamiliar stories or video clips

Instructions for Caregivers:
- Read a part of a story or show part of a video clip.
- Ask the participant, "What do you think happens next?"

Typical Stimuli:
- Tell the Jack and Jill story, but stop before they fall. Ask, "What do you think happens next?"
- Show a clip of a boy riding a skateboard, stop the clip, say "Guess what happens next."

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
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9	19	29
10	20	30

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Level 1		
Level 2		
Level 3		

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Program Instruction Sheet
Program Name: Uncertainty and Autoclitics- 14X

Goal:
- **When provided with incomplete information about a hidden item, the participant will use "maybe" or "I think" to indicate uncertainty about what the item is.**

Materials Needed:
- A box and objects that fit inside the box such as a comb, a shoe, etc.

Instructions for Caregivers:
- Secretly put an object inside the box.
- Tell the participant 1-3 hints about the object.
- Have the participant guess what is in the box.

Typical Stimuli:
- Hint: "You use it on your teeth." "You brush with it." "You use it every morning." Correct: I don't know a toothbrush? Incorrect: Toothbrush!
- Hint: "It has 4 legs." Correct: Maybe a cow. Incorrect: A Cow!

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
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9	19	29
10	20	30

	Date Introduced	Date Mastered
Level 1		
Level 2		
Level 3		

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Program Instruction Sheet
Program Name: Telling a Joke- 14Y

Goal: • **When provided with example jokes, the participant will tell a joke to an individual using appropriate timing and delivery.**
Materials Needed: • A book of jokes or a list of easy jokes with question and response style jokes
Instructions for Caregivers: • Provide the participant a joke book. • Say, "Tell me a joke." Have the participant read a joke.
Typical Stimuli: • "Why didn't the teddy bear eat lunch? –Why?" Because he was stuffed! (be sure to focus on HOW the participant says the joke and gives you a chance to respond. • "What do you call a sleeping bull?" -A bulldozer!

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
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9	19	29
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Level 1		
Level 2		
Level 3		

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Program Instruction Sheet
Program Name: Jokes and Audience- 14Z

Goal:
- **When provided with example jokes, the participant will tell a joke to a group of people using appropriate timing and delivery.**

Materials Needed:
- A book of jokes or a list of easy jokes with question and response style jokes.

Instructions for Caregivers:
- Give the participant a joke book.
- Have the participant read a joke by saying, "Tell everyone a joke," while others are watching.

Typical Stimuli:
- "Why didn't the teddy bear eat lunch? –Why?" Because he was stuffed! (be sure to focus on HOW the participant says the joke and gives you a chance to respond).

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
7	17	27
8	18	28
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Program Instruction Sheet

Program Name: _____

Goal: •
Materials Needed: •
Instructions for Caregivers: •
Typical Stimuli: •

Stimulus:	Stimulus:	Stimulus:
1	11	21
2	12	22
3	13	23
4	14	24
5	15	25
6	16	26
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9	19	29
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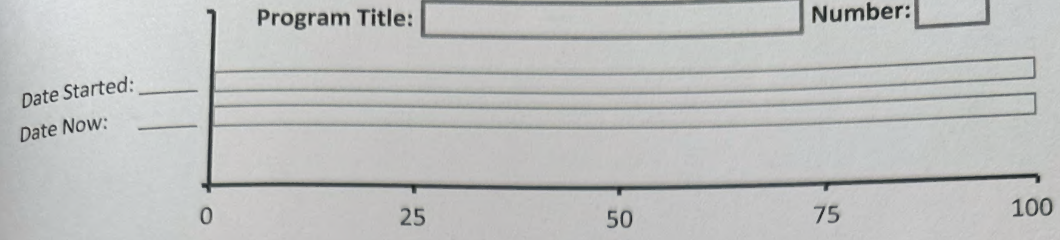
PEAK Report Card: Direct Training Programs

Name: _____

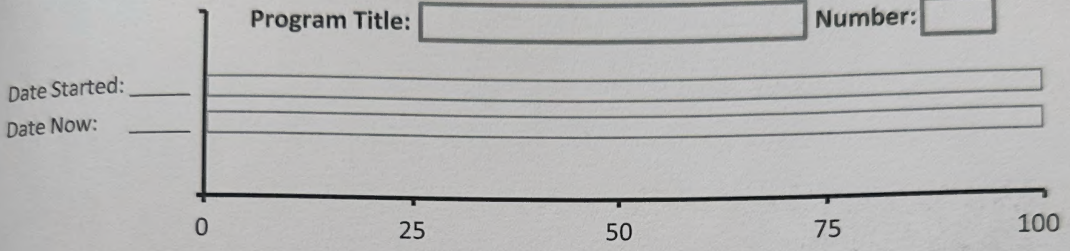
Program Title: _____ Number: _____

Date Started: _____
Date Now: _____



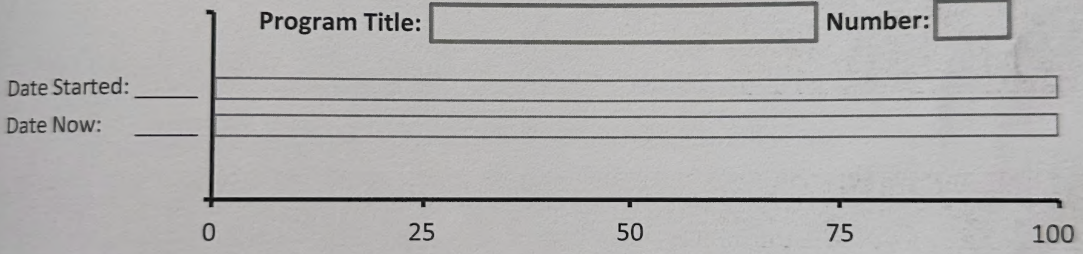
Program Title: _____ Number: _____

Date Started: _____
Date Now: _____



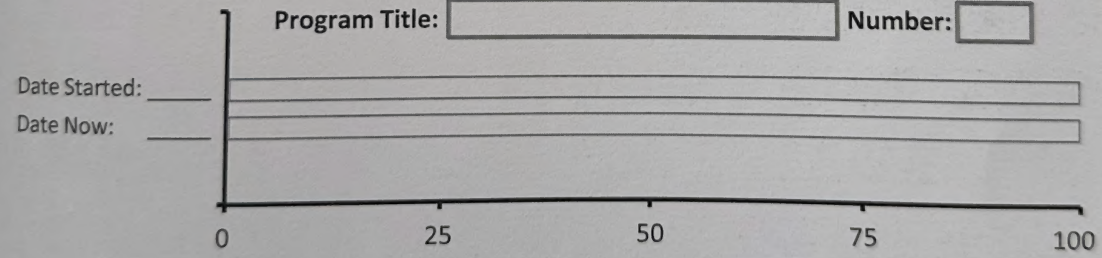
Program Title: _____ Number: _____

Date Started: _____
Date Now: _____



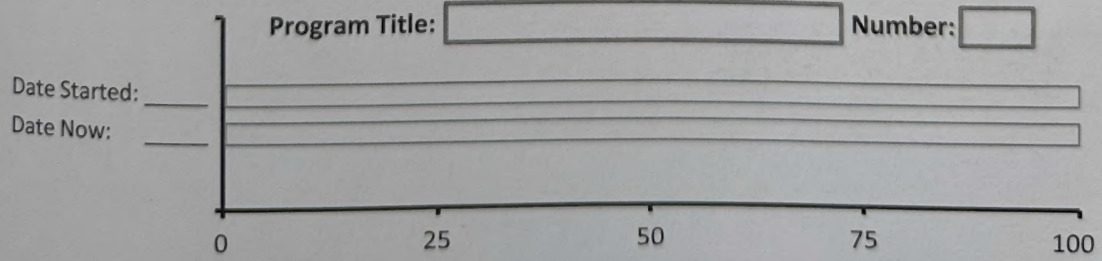
Program Title: _____ Number: _____

Date Started: _____
Date Now: _____



Program Title: _____ Number: _____

Date Started: _____
Date Now: _____



Instructions: Enter the program title/number, date started, and last assessment date. Using a marker or highlighter, fill each bar to the score obtained on each date to display progress.